

**MIRG
COPY**

**MHI
Copy 3**

FM 23-25

WAR DEPARTMENT

BASIC FIELD MANUAL



BAYONET, M1905

2 JAN 1940

FM 23-25

BASIC FIELD MANUAL

BAYONET, M1905

**Prepared under direction of the
Chief of Infantry**



**UNITED STATES
GOVERNMENT PRINTING OFFICE
WASHINGTON: 1940**

For sale by the Superintendent of Documents, Washington, D. C. - Price 10 cents

WAR DEPARTMENT,
WASHINGTON, *January 2, 1940.*

FM 23-25, Bayonet, M1905, is published for the information and guidance of all concerned.

[A. G. 062.11 (12-5-39).]

BY ORDER OF THE SECRETARY OF WAR:

G. C. MARSHALL,
Chief of Staff.

OFFICIAL:

E. S. ADAMS,
Major General,
The Adjutant General.

TABLE OF CONTENTS

CHAPTER 1. PREPARATORY TRAINING:

SECTION I. General:

	Paragraph	Page
Introduction	1	1
Attack	2	2
Methods of instruction	3	2

SECTION II. Positions and movements:

General rules	4	3
Formations	5	3
Guard	6	4
Rest	7	5
Short guard	8	5
High port	9	5
Long thrust	10	6
Withdrawal from long thrust	11	9
Short thrust	12	10
Withdrawal from short thrust	13	11
Jab	14	12
Parry right (left)	15	13
Vertical butt strokes and slash	16	13
Horizontal butt strokes and slash	17	14
Whirl	18	15
Employment of training stick	19	15
Signals	20	17

SECTION III. Hand-to-hand fighting:

General	21	19
To disarm an opponent armed with a rifle	22	19
To disarm an opponent armed with a knife	23	19

CHAPTER 2. QUALIFICATION COURSE:

General	24	21
Description of course	25	21
Personnel for operation of course	26	21
Rules	27	22
Manner of running course	28	25
Scoring	29	25

CHAPTER 3. EQUIPMENT:

General	30	26
Dummies and frames	31	26
Parry sticks	32	26
Disks	33	31
Training stick	34	31

CHAPTER 4. ADVICE TO INSTRUCTORS:

Length of lessons	35	32
Creation of interest	36	32
Progress	37	32
Conducting classes	38	32
Size of classes	39	33
Sequence of training	40	33

BASIC FIELD MANUAL

BAYONET, M1905

(The matter contained herein supersedes chapter 4, part one, Basic Field Manual, volume III, March 1, 1932, including C 1, May 1, 1935.)

CHAPTER 1

PREPARATORY TRAINING

	Paragraphs
SECTION I. General.....	1-3
II. Positions and movements.....	4-20
III. Hand-to-hand fighting.....	21-23

SECTION I

GENERAL

■ 1. INTRODUCTION.—*a.* A well-disciplined enemy will not be driven from his position by fire alone. Making full use of cover and concealment, he will remain in his position until driven out in hand-to-hand combat. The rifle equipped with the bayonet employed skilfully and aggressively is a most effective weapon with which to drive the enemy from his position.

b. The will to close and use the bayonet must be instilled in all riflemen. This *spirit of the bayonet* combined with the ability to use the rifle enables the Infantry to close with and destroy the enemy.

c. The bayonet is essentially an offensive weapon. The bayonet fighter rushes straight at his opponent and delivers a vigorous and decisive attack. Fencing has no part in this type of combat. Failing to find an opening, the attacker forces his opponent to make one. Each man must learn to think and act for himself; there must be little interval between thought and action.

d. Physical agility and mental alertness are essential to success and are developed by quickening exercises and games which require reflex action. Boxing, wrestling, and all kinds of rough-and-tumble fighting play an important part in the

development of the individual and may well be taught in connection with bayonet training.

■ 2. ATTACK.—*a.* The attack is delivered in accordance with the methods and skill acquired in the instruction course.

b. As the throat area is especially sensitive to attack by the bayonet, an opponent will act instinctively to protect this area from a thrust. By threatening his throat with the point of the bayonet, the opponent will frequently uncover other vulnerable parts of the body. Other sensitive parts frequently exposed to the thrusts are the face, the chest, and the abdomen.

■ 3. METHODS OF INSTRUCTION.—*a. Applicatory system.*—In general, the applicatory system of instruction will be employed. Each position or movement will be first explained and demonstrated in all essential points by the instructor. The class will then assume and practice at will the position or movement just explained while the instructor carefully corrects any errors noted. The use of oral commands and the execution of positions and movements in sequence by numbers is authorized only during the initial phases of instruction. Thereafter all positions and movements will be executed on signal.

b. Coach-and-pupil practice.—After a working knowledge of a position or movement has been gained, practice in it will be continued with the men working in pairs as coach and pupil, using either hand signals or the training sticks. Whether working with the training stick or by the signals, the vigor and spirit of the coach will be reflected in the work of the pupil. In handling the training stick or making the signals the coach must be speedy and aggressive and should encourage his pupil to attack in the most determined manner. The same desire to win that makes the soldier close with his enemy in actual combat must drive the bayonet fighter at the training stick or at the target indicated by the coach's signal. The coach must be constantly on the alert to detect and correct the errors of the pupil. In executing movements by the signals the point of the bayonet must follow the movement of the coach's hand regardless of the relative right or left. When the proper execution of a movement requires that the pupil advance the coach will step to the rear quickly as he

gives the signal in order that his pupil may move with the utmost freedom and vigor.

c. The two ranks of a group that has been formed for bayonet training as prescribed in paragraph 5b will be far enough apart to prevent accidents when thrusts are made. If thrusts are made while advancing the ranks change positions at the command CHANGE OVER by coming to HIGH PORT, and moving in double time past each other, right shoulder to right shoulder, and whirling about. While working against dummies the men continue the movement past the dummies, leaving them on their right.

SECTION II

POSITIONS AND MOVEMENTS

■ 4. GENERAL RULES.—a. Scabbards will be removed from bayonets only when thrusting at dummies.

b. The guard, thrusts, withdrawals, parries, and the jab will be taught first with the left, then with the right foot forward.

c. All positions and movements will be taught right-handed, after which they will be taught left-handed.

d. The short thrust and jab naturally follow the long thrust in the sequence named. When executing these movements in rapid succession the withdrawal position after a long thrust is the starting position for a short thrust, and the withdrawal position after a short thrust is the starting position for a jab.

e. When practicing the long or short thrust alone, the piece is snapped back to GUARD from the withdrawal position.

f. The withdrawal, once taught, will be executed after every thrust.

g. In all phases of instruction the inclination to stand off and fence must be combated constantly.

h. When moving with the bayonet fixed the rifle will be carried at HIGH PORT.

■ 5. FORMATIONS.—a. *Single rank.*—For preliminary instruction in positions and movements the group is formed in single rank with an interval of three paces between men.

b. Double rank.—(1) The group having been formed in two ranks to form for bayonet training the command is: 1. FORM FOR BAYONET TRAINING, 2. MOVE. At the command MOVE the man in the second rank who has been previously designated as the base assumes the position of HIGH PORT followed immediately by GUARD. The remainder of the men in the second rank run to the right and left, respectively, face to the front at three-pace intervals and assume the position of guard. Each front-rank man runs by the shortest route to a position ten paces from and immediately in front of his second-rank file, whirls about, and assumes the position of guard.

(2) To assemble, the command is: 1. ASSEMBLE, 2. MARCH. At the command MARCH, the base man assumes the position of ATTENTION. All others close in at a run to their original positions and assume the position of attention.

■ 6. GUARD.—*a. Description.*—(1) The point of the bayonet is directed at the base of the opponent's throat, the rifle is held firmly but not rigidly with both hands without canting. The left hand, palm against the side of the rifle, is placed at the most convenient position in front of the balance so that the left arm is slightly bent, while the right hand, palm to the left, grasps the small of the stock with the right forearm pressing the upper part of the butt to the body. The legs are separated as in taking a natural step and meeting with resistance, left foot leading, with both knees slightly bent. The feet are separated laterally a few inches with toes pointed as in walking. The weight is balanced on both legs without stiffness in a position of aggressiveness, alertness, and readiness for instant attack.

(2) To assume the position of GUARD from REST the command is: 1. ON, 2. GUARD. Move the rifle forward with both hands between the bands, regrasping it with the right hand at the small of the stock.

(3) To resume the position of GUARD from any other position the command is: RECOVER.

b. Common errors.—(1) The body is inclined backward.

(2) The left arm is straight or bent too much.

(3) The right hand is held too low and too far back.

(4) The rifle is gripped too rigidly, restraining freedom of motion.

■ 7. **REST.**—To assume the position of **REST** from **GUARD**, lower the piece smartly to the side, butt resting on the ground near the right foot, the right hand or both hands grasping the piece above the lower band, the left hand uppermost. The feet remain as in the position of **GUARD**.

■ 8. **SHORT GUARD.**—*a. Description.*—The left hand grasps the rifle just in rear of the stacking swivel, left arm slightly bent, right hand grasping the small of the stock and resting



FIGURE 1.—Guard.

against the right hip. The point of the bayonet is directed at the opponent's stomach. The body, legs, and feet are as in **GUARD**.

b. Assuming position.—To assume the position of **SHORT GUARD** the command is: 1. **SHORT**, 2. **GUARD**. If at the position of **REST**, move the rifle forward with both hands between the bands, regrasping it with the right hand at the small of the stock. If at the position of **GUARD**, move the left hand forward to a position just in rear of the stacking swivel and draw the rifle back until the right hand is against the hip.

■ 9. **HIGH PORT.**—*a. Description.*—The command is: 1. **HIGH**, 2. **PORT**. From the position of **GUARD** without changing the

grasp of the hands carry the piece diagonally across the body until the left wrist is level with and in front of the left shoulder (fig. 2).

b. Employment in jumping trenches.—Jumping trenches and surmounting obstacles will usually be done by throwing the piece sharply forward and upward from the HIGH PORT on taking off and bringing it back on landing. This jumping will also be practiced with the position of the piece approxi-



FIGURE 2.—High port.

mately maintained with the left hand alone, leaving the right hand free. The men will also be trained to jump holding the rifle in the GUARD position and snapping it up quickly on taking off. The grasp of the hands remains the same and the piece is started down when the man is at the highest point in his jump, thus bringing him down in a good position for thrusting. These jumps apply the principle of jumping with weights.

■ 10. LONG THRUST.—*a. Description.*—(1) The command is: 1. LONG; 2. THRUST. The rifle is gripped with all possible strength and the piece is driven vigorously from the GUARD position, quickly extending the whole body to the front, butt

running along the inside of and against the right forearm. The left arm is straightened at the last instant, causing the point to dart suddenly at the target. In delivering the thrust the right elbow is carried low and the butt remains between the right forearm and the body. The leading knee and ankle are well bent, the rear leg braced with the heel raised, the body inclined well forward.

(2) The power of the thrust comes from the right arm, the shoulders, the back, the legs, and weight of the body. The left arm is used more to direct the point of the bayonet. A vigorous thrust delivered without advancing throws a man off balance, but in fighting he preserves his balance by stepping in with the rear foot as he thrusts. After a man has learned the details of a thrust it will always be delivered while ad-



FIGURE 3.—Long thrust.

vancing. *The eyes must be fixed on the object at which the thrust is made.* In making thrusts other than straight to the front the leading foot should move laterally in the direction in which the thrust is to be made (fig. 3).

(3) The long thrust is made at an opponent at a range of approximately 5 feet from the attacker's eye. It is very important to be able to judge this distance. In advancing on a dummy men are prone to let the momentum of the body carry the point through the dummy without making the thrust. This must be guarded against as it brings the point forward at the same rate of speed as the body which is fairly uniform and easily judged. The darting forward of the point caused by straightening the left arm at the last instant gives a speed that is difficult to judge.

b. Common errors.—The following errors should be guarded against in executing long thrust:

- (1) Rifle drawn back just before delivering the thrust.
- (2) Elbow and butt of the rifle held as high as or against the right shoulder.
- (3) Eyes not directed at the point of thrust.
- (4) Leading knee not sufficiently bent.
- (5) Body not inclined far enough forward.
- (6) Point not going forward on a straight line.

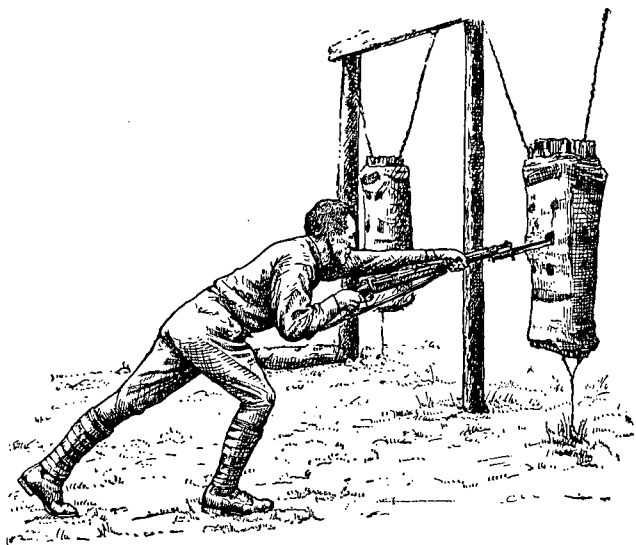


FIGURE 4.—Long thrust at swinging dummy.

- (7) Butt not braced against the inside of the right forearm.
- (8) Thrust made with the arms alone and not with the power of the whole body.

c. Employment.—(1) *Changing targets.*—The class working in pairs with the instructor supervising will practice thrusting in various directions without word of command by thrusting at—

- (a) The opposite man's hand which is placed in various positions on the body.

(b) Thrusting rings on the ends of training sticks.

(2) *Disks on dummies.*—The men will be taught to transfix a disk or circle painted on a thrust dummy, first from a halt at a distance of about 5 feet from the dummy (that is, extreme range of the bayonet), and then after advancing three or more paces. Later, the distance and speed are increased as the men progress. The advance must be made in a practical and natural way and will be practiced with either foot to the front when the thrust is delivered. The rifle will not be drawn back just before making a thrust in a forward movement. The impetus of the body and the forward stretching of the arms supply the maximum force (fig. 4). The bayonet must be withdrawn immediately after the thrust has been delivered and a forward threatening attitude assumed to the side of or beyond the dummy.

d. Safety precautions.—(1) Unless the rifle is firmly gripped it is likely to injure the hand. By gripping the rifle as far back on the small of the stock as the comb permits, the forefinger will be saved from being cut by the trigger guard.

(2) To guard against accidents the men should be at least three paces apart when the practice is carried out collectively.

■ 11. WITHDRAWAL FROM LONG THRUST.—*a. Description.*—

To withdraw the bayonet after a long thrust has been delivered, the left hand is slipped toward the stacking swivel, the rifle is jerked straight back along the line of penetration with the force and weight of the entire body until the right hand is behind the hip, this without unduly relaxing the grip of the small of the stock, and the GUARD position is immediately resumed. The weight of the body is carried to the rear by straightening out the leading leg and straightening the body at the waist. The foot in rear will be advanced quickly as the left hand is slipped forward unless the proximity to the object transfixed renders it unnecessary. After every thrust a rapid withdrawal is made before coming to GUARD. In combat a quick withdrawal is necessary in order to be ready to meet another enemy (fig. 5).

b. Common errors.—The following common errors should be guarded against in the execution of withdrawal from long thrust:

- (1) Not making the withdrawal vigorously enough.



FIGURE 5.—Withdrawal from long thrust.



FIGURE 6.—Short thrust.

(2) Not drawing the bayonet back on the line of penetration, an error occasioned by letting the butt drop.

■ 12. SHORT THRUST.—*a. Description.*—(1) The command is: 1. SHORT, 2. THRUST. The short thrust is delivered in

the same manner as described for the delivery of the long thrust in paragraph 10a either from the position of **SHORT GUARD** or a withdrawal from a long thrust.

(2) The short thrust is used at a range of about 3 feet. In close fighting it is the natural thrust to make after a withdrawal from long thrust (fig. 6).

b. Employment at changing targets and dummies.—The principles of delivering the long thrust at changing targets and at dummies will be observed insofar as they apply. By placing two or more disks or circles on the dummies, the short



FIGURE 7.—Withdrawal from short thrust.

thrust may be taught in conjunction with the long thrust. The first disk is transfixed with the long thrust, and the second disk with the short thrust.

■ 13. **WITHDRAWAL FROM SHORT THRUST.**—Withdrawal from short thrust will be practiced in two ways:

a. In the same manner as withdrawal from long thrust.

b. If a strong withdrawal is necessary or the short thrust is to be followed immediately by the jab, the right hand is slipped up in rear of the left hand after the short thrust has been made (fig. 7).

■ 14. JAB.—*a. Description.*—Immediately following the withdrawal from short thrust the rifle is brought to an almost vertical position close to the body along the outside of the right leg, butt near the right foot. From this position, stepping in if necessary, the knees are bent and with the full force of the body the point of the bayonet is jabbed upward into the throat or other part of the opponent. *After any move that carries the point beyond the enemy the bayonet fighter comes immediately to the short thrust or jab position; that is, he keeps the point between himself and his enemy* (fig. 8).



FIGURE 8 —The jab.

b. Common errors.—The following common errors should be guarded against in executing the jab:

- (1) Rifle drawn backward and not held upright enough.
- (2) Rifle grasped too low with the right hand.
- (3) All the work done with the arms without putting the whole body into it.
- (4) Rifle not pressed against the leg.
- (5) Jab too high and not vigorous.

■ 15. PARRY RIGHT (LEFT).—*a. Description.*—(1) The command is: 1. PARRY, 2. RIGHT (LEFT). From the position of GUARD the body is forced forward to the full extent of the reach and the left arm is straightened vigorously without bending the wrists or twisting the rifle in the hands. At the same time the opponent's piece is engaged and deflected just clear of the body. The barrel is kept up, the point threatening the opponent's body, preferably his throat. If PARRY RIGHT is properly made it is easy to attack the opponent with the thrust which immediately follows. In PARRY LEFT the point is carried out of line with the opponent's body but can be brought back quickly as it is nearer this line than the opponent's point. PARRY LEFT is followed up at once either with a thrust or a butt stroke to the ribs or jaw. During the parry the eyes must be kept on the weapon being parried, but having completed the parry, they are instantly fixed on the part of the opponent's body to be attacked.

(2) Emphasis will be laid on the forward movement of the rifle and body. Very little lateral movement of the rifle is necessary in order to deflect the point of the opponent's bayonet enough to permit driving home a thrust.

(3) Men will be taught to regard the parry as an offensive movement and so execute it (figs. 9 and 10).

b. Common errors.—The following common errors should be guarded against in the execution of the parry:

(1) A wide sweeping movement with no forward movement of the piece.

(2) The eye is not focused on the weapon being parried.

(3) The movement is executed by an arm movement entirely without the employment of the weight, strength, and momentum of the body.

(4) Failure to use sufficient force in the parry.

■ 16. VERTICAL BUTT STROKES AND SLASH.—*a. Butt stroke No. 1.*—Swing the butt upward to any exposed part of the opponent's body using a half-arm blow while advancing the rear foot.

b. Butt stroke No. 2.—If the opponent moves backward so that the first butt stroke is missed, the rifle will come into a horizontal position over the left shoulder, butt leading. The

attacker then jumps forward and at the same time smashes forward with the butt.

c. Slash.—If the opponent retires farther out of range, the attacker again closes in and slashes downward with his bayonet. In the event the slash is missed the attacker will then be in the position of **GUARD** ready to continue his attack.

d. Butt stroke No. 3.—Should the point of the bayonet be beaten or brought down, the butt can be used effectively by



FIGURE 9.—Parry right.



FIGURE 10.—Parry left.

crashing it downward with an over-arm blow, advancing the rear foot. If the opponent again moves out of range of the butt stroke, the slash can again be used.

■ 17. **HORIZONTAL BUTT STROKES AND SLASH.**—*a. Butt stroke No. 1.*—With a half-arm blow swing the butt horizontally at the opponent's jaw, advancing the rear foot (fig. 11).

b. Butt stroke No. 2.—Upon completion of **HORIZONTAL BUTT STROKE NO. 1**, the piece is in position to follow up the movement by smashing forward with the butt as in **VERTICAL BUTT STROKE NO. 2**.

c. Slash.—If the opponent jumps back so that the first butt stroke misses, the rifle will come to a horizontal position over the left shoulder, butt leading. The attacker may then step forward with the rear foot and deliver a **SLASH**.

■ 18. **WHIRL.**—Being at the halt in the position of **GUARD**: to whirl, bring the piece to **HIGH PORT**, pivot on the ball of the left foot, whirl to the left about, and resume the position of guard.

■ 19. **EMPLOYMENT OF TRAINING STICK.**—The men work in pairs as coach and pupil, the pupil with the rifle in the **GUARD**

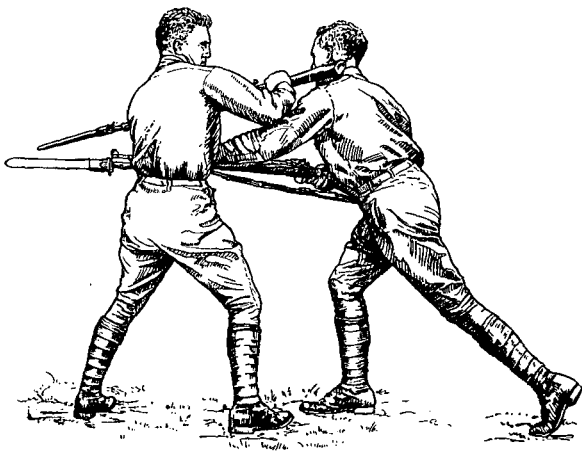


FIGURE 11.—Horizontal butt stroke to jaw.

position and the coach with the training stick. As the coach approaches and places the ring or padded end of the training stick on the ground near the pupil, the latter comes to **GUARD** and threatens the coach with his point as long as he is sufficiently near to attack. The coach then offers the ring or padded end of the stick in varying positions.

a. If the ring is presented, the pupil attacks with a thrust or the jab as the distance between his point and the stick indicates (figs. 12 and 13).

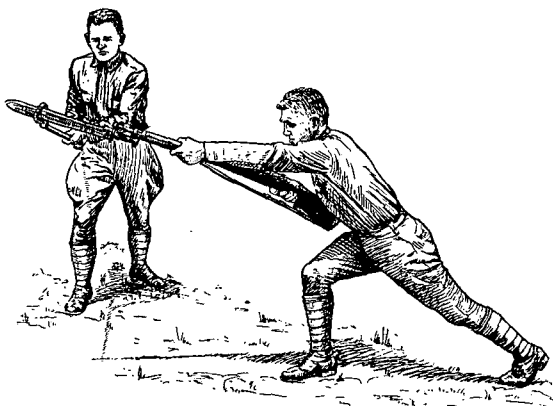


FIGURE 12.—Long thrust at the training stick.



FIGURE 13.—Jab at the training stick.

If the ring is holed, the withdrawal is made and the position of GUARD resumed. If the first effort is a miss, the pupil will come on with short thrust and jab until successful.

b. If the coach presents the padded end of the stick, the pupil makes butt stroke No. 1 at it. If this is a miss, he comes on with butt stroke No. 2, etc., until he hits the padded end. As soon as he hits it he resumes the GUARD. To practice the pupil in all the butt strokes, the coach jerks the stick away a short distance just before the butt stroke hits it, causing the pupil to miss and attack with the second butt stroke. Just before the second butt stroke hits the stick the coach again jerks it away, causing the pupil to miss and come on with the slash. The student is brought to REST by placing either end of the training stick on the ground.

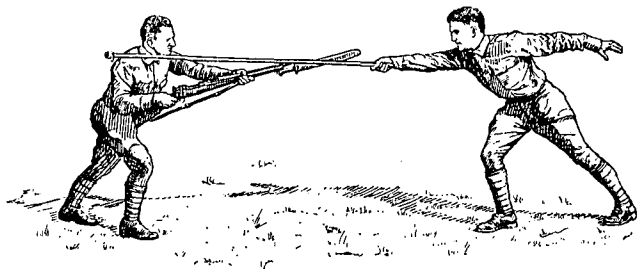


FIGURE 14.—Parrying the training stick.

c. If the padded end of the stick is thrust at the pupil, he executes a parry. Care will be exercised that the coach does not swing the stick into the pupil. If sweeping movements are made with the stick the pupil will probably develop a sweeping parry (fig. 14).

■ 20. SIGNALS.—The system of training herein prescribed is based on the direct appeal to the pupil's brain through his eye. In practicing the various movements the use of signals should be started as early as practicable. Their object is to train the men to see and avail themselves instantly of openings, thus coordinating the work of the muscles with the eyes. These signals are not simply imitations of the move-

ments they require. They are intended to indicate openings which the pupil perceives and acts upon. The signals are easily learned and will be used by the men working in pairs, one signaling and the other executing the movements. The coach will move as indicated in signaling for the following movements:

a. Guard.—Assume the position of GUARD, left hand at back, right elbow at side, right forearm pointing to front, fist closed.

b. Short guard.—Same as guard, except that the arm is drawn straight to the rear until the fist is at the right side.

c. Long thrust.—Clap the right palm, fingers apart and extended, to that part of the body toward which the soldier is to aim.

d. Short thrust.—Same as for the long thrust, except that the fist is closed. If the man with the bayonet is not in the position of SHORT GUARD OR WITHDRAWAL FROM LONG THRUST when he gets the signal, he comes to the position of SHORT GUARD and executes SHORT THRUST.

e. Jab.—Place both closed fists under the chin.

f. Parry.—Strike a blow diagonally across the body in the direction in which the parry is to be made, fist closed. Follow by signal for THRUST.

g. Vertical butt strokes.—(1) Make an uppercut with right fist to indicate vertical butt stroke No. 1.

(2) A straight right from the shoulder for No. 2.

(3) For the slash following butt stroke No. 2, carry the right hand upward and over the left shoulder, fingers extended and joined, and slash downward.

(4) Deliver an overarm blow to indicate the butt stroke following slash.

h. Horizontal butt strokes.—(1) Make a right hook to indicate a horizontal butt stroke.

(2) Carry the right hand over the left shoulder, fingers extended and joined, and slash horizontally toward the right to indicate the slash following the horizontal butt stroke.

SECTION III

HAND-TO-HAND FIGHTING

■ 21. GENERAL.—The positions and movements prescribed herein for instruction in bayonet fighting can be used only under certain circumstances but if riflemen acquire absolute confidence in and control of their weapons they will be able to adapt themselves to all other phases of hand-to-hand fighting. A soldier may find himself suddenly in possession of a broken weapon or completely disarmed, yet by a prompt offensive born of confidence and training he will be able to disable or disarm his adversary.

■ 22. TO DISARM AN OPPONENT ARMED WITH A RIFLE.—*a. First method.*—Close in fast, fending the opponent's thrust to the left with the right hand; with the left hand, palm up, grasp the rifle including the opponent's left hand while with the right hand, palm down, grasp the opponent's left hand from above. By a quick twist outward to the left throw the opponent across the right knee. If he fails to release the piece a sharp blow or pressure with the right hand or elbow upon his left elbow will force him to relinquish the rifle. Then with the right hand grasp the piece at the small of the stock, whirl to the left about, facing the opponent in the position of GUARD.

b. Second method.—Fend the opponent's thrust to the left with the right hand while stepping in with the rear foot; with the left hand grasp the piece just in front of the opponent's left hand, palm up. With the right hand strike the opponent's left arm at the elbow a sharp blow from above, then with an upward twist with the left hand relieve the opponent of his rifle, and whirl to the right about into the position of GUARD.

■ 23. TO DISARM AN OPPONENT ARMED WITH A KNIFE.—*a. Overhand attack.*—Close in fast, block the knife arm before it becomes extended with the right forearm. Carry the left forearm in rear of opponent's forearm and grasp your own right forearm with the left hand. Backward pressure will cause opponent to drop knife and will probably break his elbow. Another method is to block with the left forearm, carrying the right forearm under and behind opponent's upper arm and grasping left wrist with the right hand.

b. *Underhand attack.*—As the blow of the knife comes in and upward the disarmer sidesteps quickly outside the thrust and knocks the arm aside with his left forearm. He then grasps the opponent's wrist with his right hand, at the same time carrying his left arm over and under the opponent's knife arm above the elbow. An upward pressure with the left arm and a twisting downward pressure with the right hand will cause the opponent to drop the knife and will probably break his elbow.

CHAPTER 2

QUALIFICATION COURSE

■ 24.—GENERAL.—*a.* The object of the qualification course is to establish a standard performance in assault practice which approaches, in its demands upon the soldier's speed, accuracy, strength, and endurance, the demands made by actual bayonet combat and which will serve as a measure of proficiency in handling the rifle and bayonet.

b. Quick aim and good direction with the bayonet, accurate and vigorous delivery of the thrust, and clean, quick withdrawals are of the greatest importance in bayonet fighting.

c. Assault course practice will not be undertaken until the men have completed the preparatory training outlined in chapter 1. This will usually require about 60 percent of the period allotted to bayonet training.

■ 25. DESCRIPTION OF COURSE.—*a.* The course consists of eight dummies representing targets for parries, thrusts, jabs, and butt strokes, and two "E" targets that represent a fleeing enemy. A cardboard or paper disk 6 inches in diameter to serve as an aiming point for the thrust will be placed on each dummy except those intended for the butt-stroke dummies and the jab. The dummy shown in figure 18 requires a parry prior to the thrust. The cardboard disk will be located on this dummy so as to make the parry necessary to score a hit on the disk. All long-thrust and butt-stroke dummies will be equipped with the parry stick similar to that shown in figure 16.

b. The construction of the dummies is explained in chapter 3 and illustrated in the different figures. The arrangement of the qualification course is shown in figures 15 and 16.

■ 26. PERSONNEL FOR OPERATION OF COURSE.—*a. Judges.*—Three officers who are not members of the company running the course will act as judges. The judges will require compliance with the regulations, will decide what parries, butt strokes, thrusts, jabs, and hits, etc., are to be credited

to each man, and will award all scores. If necessary they will start and time each soldier and record the scores they have awarded him.

b. Additional personnel.—(1) When available, three officers in addition to the judges should be provided, one to act as starter, one as timer, and one as scorer.

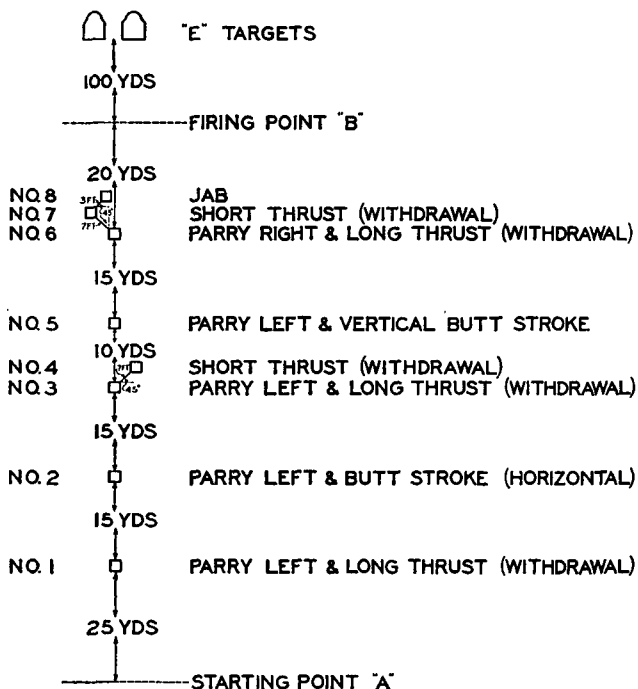


FIGURE 15.—Qualification course.

(2) One noncommissioned officer will be detailed to take charge of the course. He will be provided with such assistants as are required to renew and rearrange dummies and other materials.

■ 27. RULES.—*a.* Each man who fails to qualify on his first attempt for record will be given a second trial. His score for



FIGURE 16.—Qualification course (omitting "E" targets), single lane, left front view.

record will be the highest one made in either of his two trials. No one will be allowed more than two trials in any practice season.

b. The thrust or butt stroke used in attacking each dummy on the course must be the one prescribed for that particular dummy.

c. Falling down or losing the rifle does not disqualify, provided a recovery is made and the course completed within the maximum time limit.

d. Scabbards are removed from bayonets. The sling is adjusted as for close-order drill.

e. If a man fails to attack any dummy in its turn with the prescribed thrust, parry, jab, or butt stroke, he will not be credited with a hit on such dummy by reason of chance movements.

f. In order to be credited with a thrust the soldier must have executed the thrust as prescribed in paragraphs 10 and 12 and the soldier's bayonet must have cut the disk and have penetrated the dummy.

g. In order to be credited with a butt stroke the soldier must have completely knocked over the butt-stroke dummy with the butt.

h. In order to be credited with a parry the soldier must have executed the parry as prescribed in paragraph 15.

i. Only one thrust, jab, or butt stroke will be allowed in order to score a hit on any dummy.

j. A stop watch will be used to determine the time of running and the soldier will be credited to the nearest second.

k. In order to be credited with firing at the "E" targets the soldier must reach the firing point before doing any simulation of fire, and no simulation of loading will be executed until after the soldier has arrived at that point. Credit will be given where he properly simulates loading, aiming, and firing.

l. The two "E" targets will be placed at a maximum distance of 100 yards from firing point (point "B", fig. 15). The exact distance to targets will depend upon local conditions.

m. The uniform to be worn will be prescribed by the commanding officer. The belt, cartridge, caliber .30, will be worn.

■ 28. MANNER OF RUNNING COURSE.—The soldier takes the prone position in rear of the starting point. At the command UP, he springs to his feet and with his piece at HIGH PORT runs toward the first dummy. He attacks each dummy in turn and then continues to the firing point where he assumes the standing position without sling and simulates firing two aimed rounds, one at each "E" target. The guard position will be assumed from the high port position at least five paces in front of dummies Nos. 1, 2, 3, 5, and 6. Battle sight will be used.

■ 29. SCORING.—*a.* If the soldier fails to assault any dummy or to simulate firing at least one aimed shot at the "E" targets, or consumes more than 40 seconds, he is given a score of zero for the entire course for that trial. Nothing additional will be allowed for completing the course in less than 40 seconds.

b. If the soldier assaults each dummy, simulates firing at least one aimed shot at the "E" targets, and completes the course within a maximum time limit of 40 seconds, he will be awarded for each parry, butt stroke, thrust, and jab, and for each simulated shot fired at the "E" targets with which he is credited the values shown in the following table:

Dummies and target	Points per parry	Points per butt stroke	Points per thrust	Points per jab	Points per shot (2)	Total maximum points
No. 1.....	2		6			8
No. 2.....	2	6				8
No. 3.....	2		6			8
No. 4.....			6			6
No. 5.....	2	6				8
No. 6.....	2		6			8
No. 7.....			6			6
No. 8.....				6		6
No. 9.....					4	8
Possible score with maximum time.....	10	12	30	6	8	66

CHAPTER 3

EQUIPMENT

■ 30. GENERAL.—Front sight covers for rifles so equipped will always be attached for bayonet training.

■ 31. DUMMIES AND FRAMES.—*a. Thrusting.*—Thrusting dummies can be made by pressing suitable materials such as cane, willow, bamboo, swamp grass, or small brush into a rectangular form approximately 36 by 12 by 9 inches. This is bound together, a heavy cardboard placed on one side, and the bundle covered with burlap or other suitable material. (See figs. 17, 18, 19, 20, and 24.) Maximum life is obtained by utilizing green materials as a filler.

(1) *Frames.*—Specifications for thrusting dummy frames are shown in figures 17, 18, 19, and 20. Specifications for swinging thrust dummy frames are shown in figure 20. Another form of construction is shown in figure 4.

(2) *Press.*—Where the construction of thrust dummies is required in large quantities some mechanical method of construction should be improvised. A satisfactory hand-power press is shown in figure 24.

b. Butt stroke.—(1) *Horizontal.*—Dummies and frames for the horizontal butt strokes are constructed as indicated in figure 21. The dummy is made by stuffing heavy cloth or burlap bags with some light material such as straw, old rags, or scraps of rubber.

(2) *Vertical.*—For details of construction, see figure 22.

c. Jab.—For details of construction, see figures 19 and 23.

■ 32. PARRY STICKS.—Long-thrust and butt-stroke dummies are equipped with parry sticks as shown in figures 17, 18, 19, 21, and 22 for the qualification course. Approximately 2 inches of padding should extend over the point so as to prevent serious injury to the attacker in case it strikes him. For further details, see figure 17.

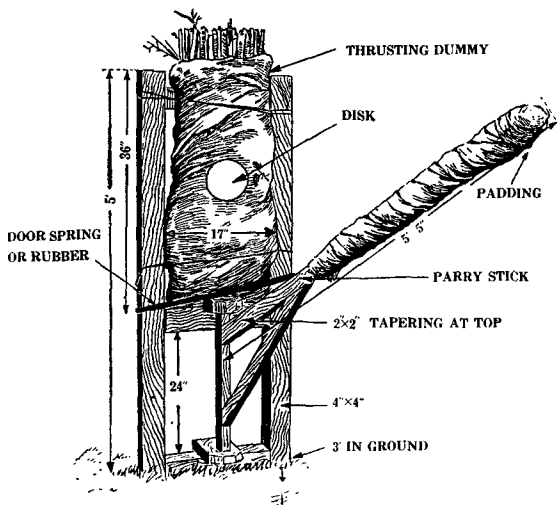


FIGURE 17.—Parry left, long thrust (withdrawal).

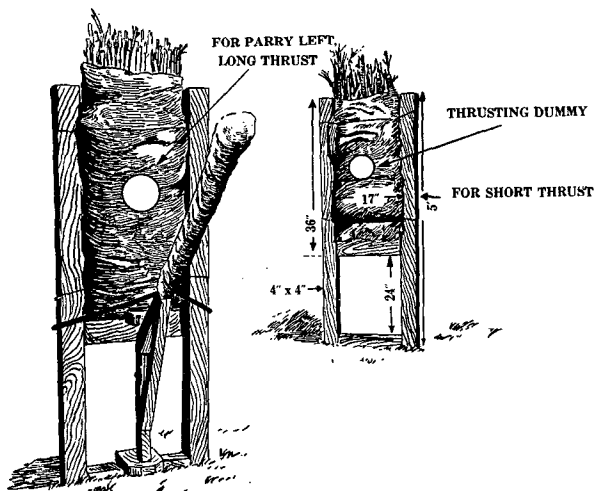


FIGURE 18.—Parry left, long thrust (withdrawal), short thrust (withdrawal).

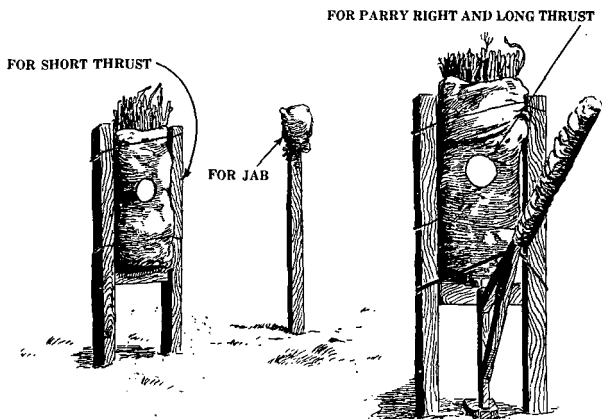


FIGURE 19.—Parry right and long thrust (withdrawal), short thrust (withdrawal), jab.

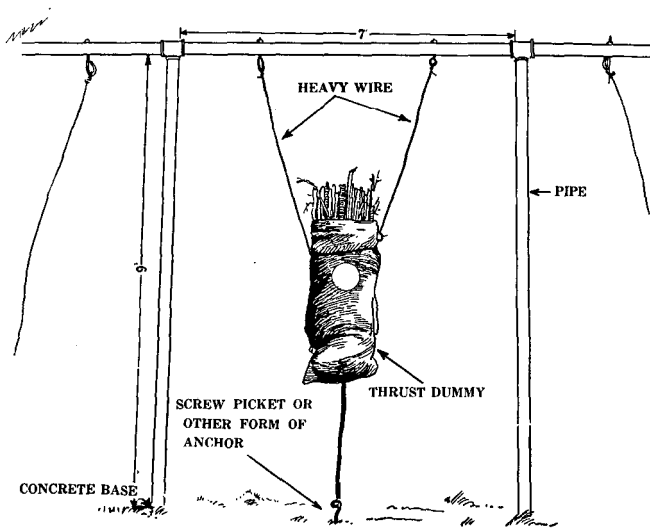


FIGURE 20.—Swinging thrust dummy and frame.

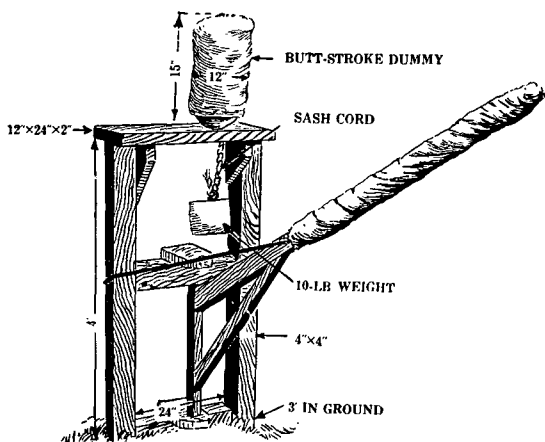


FIGURE 21.—Parry left and butt stroke (horizontal).

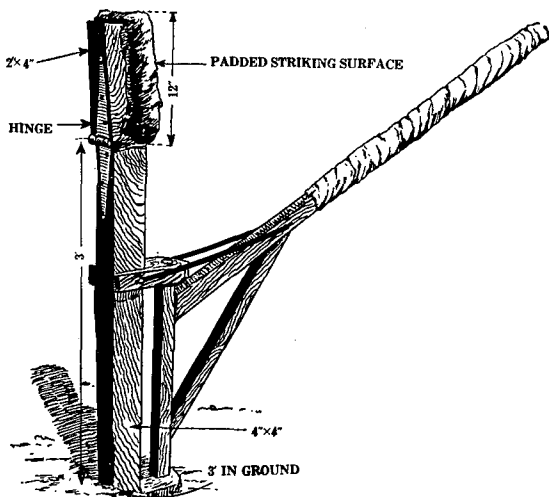


FIGURE 22.—Parry left and vertical butt stroke.

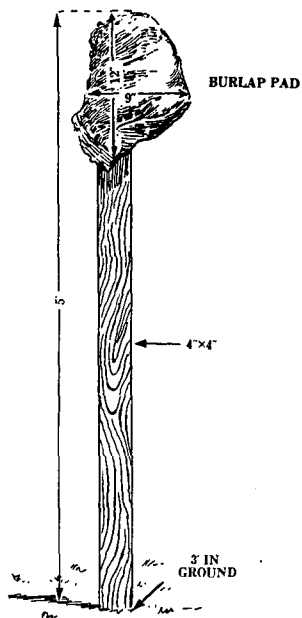


FIGURE 23.—Jab dummy and frame, side view.

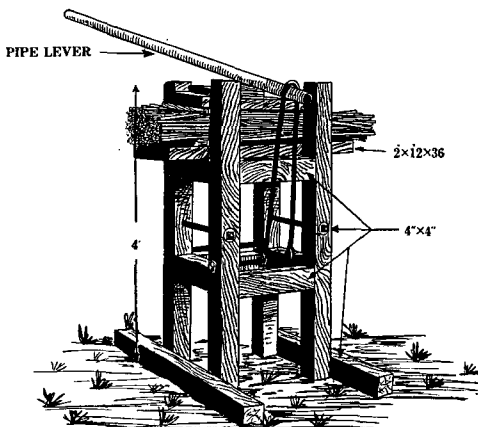


FIGURE 24.—A thrust dummy press.

■ 33. DISKS.—For obtaining accuracy of thrusts aiming disks are used on practice dummies. By changing the positions of disks the useful life of dummies can be prolonged. For the qualification course disks are placed on all thrust dummies. They are made from cardboard or paper 6 inches in diameter and attached to dummies by means of thumb tacks or nails.

■ 34. TRAINING STICK (fig. 13).—The training stick is a light stick 6 feet long with a diameter of approximately 1 inch, padded at one end and provided at the other with a light rope or insulated wire thrusting ring approximately 5 inches in diameter.

CHAPTER 4

ADVICE TO INSTRUCTORS

■ 35. LENGTH OF LESSONS.—Except for periods in which conferences and demonstrations are necessary or in which the technique of the different movements is being taught, practical work in bayonet training should be conducted in brief intensive periods not exceeding one-half hour each. During these periods the instructor requires the execution of all exercises in a manner to develop to the utmost the agility, skill, and speed of the individual men.

■ 36. CREATION OF INTEREST.—Interest in the work is created by explaining and demonstrating the reasons for the various positions, the method of handling the rifle and bayonet, and the uses of the thrusts. Questions are put to the men in order to ascertain whether they understand these reasons. When men realize the object of their work they naturally take a greater interest in it.

■ 37. PROGRESS.—The different positions, movements, and practices are arranged in the sequence in which the instruction should progress and this progression should not be delayed unduly in order to attain perfection.

■ 38. CONDUCTING CLASSES.—*a.* The instructor and his assistants go wherever necessary in conducting instruction. When demonstrating positions and movements to a class which is formed in two ranks they should station themselves on a flank and in prolongation of the center line between ranks.

b. It is well to begin each lesson with a series of quickening movements, exercises, or games which develop coordination of the muscles used in bayonet combat. Following this the instructor reviews briefly movements previously taught.

c. It is vital that each man be taught to think and act for himself. To attain this end men should be required to use their intelligence to the fullest extent by executing positions and movements without command. Short, jerky commands

produce mechanical movements as in drill and should be avoided.

■ 39. SIZE OF CLASSES.—Approximately 20 men can be given individual training by a single instructor. If the class exceeds this number better results are obtained by the use of smaller groups under assistant instructors.

■ 40. SEQUENCE OF TRAINING.—To maintain a high standard of proficiency in bayonet fighting, training in this subject should be carried on in short periods throughout the year. The following sequence in training is suggested as a guide:

a. First period.—(1) Lecture: Spirit of the bayonet.

(2) Formations.

(3) Guard position by command.

(4) Rest position by command.

(5) Short guard position by command.

(6) Jumping trenches and surmounting obstacles.

b. Second period.—(1) Review positions by signals (coach and pupil).

(2) Long thrust and withdrawal by numbers.

(3) Long thrust and withdrawal by signal.

(4) Combination guard position, long thrust and withdrawal.

(5) Thrusting at swinging dummies from a halt and from a walk.

c. Third period.—(1) Review of previous work by signals (coach and pupil).

(2) Short thrust and withdrawal by numbers.

(3) Combination guard, long thrust, withdrawal, short thrust, withdrawal and guard by numbers, then by signals (coach and pupil).

(4) Thrusting at swinging dummies from a walk and a slow run.

d. Fourth period.—(1) Review previous work by numbers and signals (coach and pupil).

(2) Jab by numbers.

(3) Short guard, short thrust, withdrawal, jab and guard combination by numbers.

(4) Guard, long thrust, withdrawal, short thrust, withdrawal, jab and guard combination by numbers.

- (5) Parries by numbers.
- (6) Training sticks.
- e. Fifth period.*—(1) Review previous work by signals and training sticks.
- (2) Thrusts, withdrawals, and parry combinations by signals and training sticks.
- (3) Parries and thrusting at dummies.
- f. Sixth period.*—(1) Review (practice all positions, thrusts, withdrawals, and parries singly and in combination by signals and training sticks).
- (2) Vertical butt stroke and slash by numbers and signals.
- (3) Parries and thrusting at dummies from a run.
- g. Seventh period.*—(1) Review.
- (2) Horizontal butt stroke and slash by numbers and signals.
- (3) Parries and thrusting at dummies.
- h. Eighth period.*—(1) Review.
- (2) Thrusts, withdrawals, parries, and butt strokes at dummies on assault practice course.
- i. Ninth period.*—(1) Review.
- (2) Assault course practice.
- (3) Disarming an opponent armed with rifle, first method.
- j. Tenth period.*—(1) Review.
- (2) Disarming an opponent armed with rifle, first and second methods.
- (3) Assault course practice.
- k. Eleventh period.*—(1) Review.
- (2) Disarming an opponent armed with knife.
- (3) Assault course practice.
- l. Twelfth period.*—(1) Review to include the two methods of disarming an opponent armed with a rifle.
- (2) Disarming an opponent armed with a knife, overhand attack.
- (3) Assault course practice.
- m. Thirteenth period.*—(1) Review.
- (2) Disarming an opponent armed with a knife, overhead and underhand attack.
- (3) Assault course practice.
- n. Fourteenth period.*—(1) Review.
- (2) Assault course practice.

o. Fifteenth period.—(1) Squad competition combination work with training sticks.

(2) Assault course practice.

p. Sixteenth period.—(1) Squad competition disarming methods.

(2) Assault course practice.

q. Seventeenth period.—Assault course practice.

r. Eighteenth period.—Assault course practice.

s. Nineteenth period.—Assault course for qualification.

